

SCROLLHAMMER

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v0.508

Mostly because I can

Main Developer
Duke

Previous edition by Lolpwnt

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Unit Attributes

Scrollhammer uses seven different statistics or characteristics to describe the various attributes of the different models. All characteristics are rated from a scale of 0 to around 12- they normally cannot go below 0 or rise above 12, except in the case of magick. Nearly all the rolls are roll-under and use 2d6. The occasional D6 is called for. Scrollhammer also uses true Line of Sight (LoS)- take care with how you line up your units.

Hit Points (HP): This is a measure of how tough the creature is, and how much punishment it can take before becoming mortally wounded. Larger and crazier monsters will generally have several wounds, while a more man-sized model will generally have two.

Magick (MGK): This defines how magically powerful the unit is- units with a higher magick can throw around more spells and abilities more easily. This stat is used to directly cast spells, being decreased as more and more are used. It does not regenerate. An untrained warrior will generally have 0 Magick, while magicians and atronachs might have upwards of 15!

Strength (STR): Strength gives a measure of how strong a creature is. An exceptionally puny creature might have a strength characteristic of five or six, while a dragon might have a strength of 11. Men have a strength of STR7. Strength tells you how hard a model can hit and if it can ignore armor in melee combat. For each strength past seven the model ignores a point of armor in melee. The inverse is also true- having less strength than seven grants enemies bonus armor in melee.

Agility (AGL): This defines how accomplished or skilled a warrior is with his weapons, or how determined and vicious a monster is. The higher the score, the more likely the model is to hit an opponent, land a blow with magic or ranged weapons, and avoid attacks.

Speed (SPD): Often called Movement, or Move, this shows the number of inches a model can move on the battlefield under normal circumstances. For example a SPD of 4 means that the model can move 4" in one turn, or sprint up to 8" and perform no other actions.

Willpower (WLP): Willpower shows how courageous, determined, and self-controlled the model is. A creature with a low value is very unruly or cowardly. Men have an average Willpower of 7, while an Altmer may have a Willpower of nine.

Armor (ARM): Armor is a combination of how tough and enduring the model is, in addition to the armor they are wearing. Normally armor also has a letter after it to describe if they are wearing armor- this is shown as L for light, M for Medium, and H for heavy armor- for example ARM8-H. When an attack hits the model rolls under or equal to this characteristic to ignore the attack.

Other Important Information: In addition to its characteristic profile, each model will also have a list of their equipment, any abilities or special properties they might have, and spells that they know.

Ability Contest: Sometimes two units struggle with one another for some special effect. When this is the case both models roll against their own attribute, and whoever rolls further below their own attribute wins.

Actions

Each game turn each player has a phase in which they move their units and control them. Unlike many games, and totally not stolen from Infinity, all models also get a Reaction each turn- when they have a spell flung at them, or are struck in melee, the enemy opponent gets to choose for them to perform some action in return!

Models have two actions and a reaction each game turn- normally this might be used to Move, Attack, and then later Parry, but it is all up to the players on what they would wish to do. Other actions, such as reloading a crossbow or casting a powerful spell, might use up both of the model's actions.

During the turn, depending on who's turn it is, they will select one model they control that they wish to use. That player then gives the unit two actions (or less, if they so choose), declares that they are done with that model, and move onto the next. Once a player has no more models that have yet to act it is then the other players turn. Remember, that during the first player's turn, the second player can declare reactions as able.

Note that units strike back at one another simultaneously- if one Attacks, and the other Counterattacks, they potentially kill one another at the same time.

Example: It is Aridorm's turn. He has a Dunmer Spellsword that has yet to act. Deciding to give this master-race warrior his due spotlight, he chooses to make this model act. The first action is used on a Move- moving the Spellsword 4". The second action is then spent to make an attack with his Claymore against an Orc. The Orc declares a Parry reaction in return.

Example: It is Boris' turn. He has an Imperial Crossbowman, with the darned thing loaded and ready for action. Expecting units to come from the front alley-way, the player decides the crossbowman will simply use a Wait action with his Crossbow. If an enemy unit appears in front of him, within the Crossbow range, they are probably going to find themselves with a caved-in chest or crossbolt-ed face.

Example: It is Sue's turn. She has an Altmer Battlewizard. Seeing some units just ahead, she has the Altmer first make a Move action, moving 4" away, and then Casts the spell Flames at the nearby enemies for IMG. Because Flames is denoted as a Fast spell it casts as a Normal action.

When do you get to make a Reaction?

A unit gets to make a Reaction when they are targeted by an enemy action and have some way to react, or when an enemy unit passes within 1-grid space of them. If a warrior is targeted by a spell, or bow attack, they can generally throw themselves Prone or try to Block with a shield. Were this ranged ability targeting a wizard, instead, the wizard could cast any Reactive Spells in return to a shooting attack.

In melee units also have the choice of Parry or Counterattack, unless their profile dictates that they are unable. Also note that if a single model jumps into several enemies each of the enemies may use up their Reaction to all focus down that first crazy model.

Note that if a unit attacks your model twice in one turn, and you declare a Parry/Block/Prone, you get to perform this reaction both times against that particular model, if you so desire.

Also note that a single model only gets one reaction each turn.

Which Reaction to Use?

Most of the time it is wise to Parry. Ideally this gives you two chances to avoid the attack- first, for the enemy to miss, and then for the your model's armor to block the attack if that fails. With monstrous creatures that Cannot Parry, or heavily armored units, you may wish to Counterattack. This makes your unit very killy.

Normal Actions	
Move	The model immediately moves a number of inches up to it's Speed. Normally units cannot move through water or walls, though this may change. For a double move instead use Sprint. After moving a unit may change their facing. A unit may move backwards at half their SPD.
Shoot	Attacks with a ranged weapon- this is generally a test against Agility, though the model can be penalized for shooting very far distances. Models cannot parry ranged weapons by default but you still must roll to hit. Rolling snake eyes (1,1) will always hit. This is called a Critical Hit.
Attack	The model makes a single attack against an enemy model in base contact. Normally this automatically hits, unless the opposing model declares a parry reaction. A model can only attack once each turn unless stated otherwise. For every Strength above 7 the attacking unit benefits from +1 AP. Rolling snake eyes (1,1) will always hit. This is called a Critical Hit.
Reload	Certain weapons, such as Longbows, must first have a Reload action spent to notch and prepare an arrow to be fired. This means that they must first Reload then Shoot, and cannot also move in that turn. Crossbows use their own special action to reload.
Use Item	The model may use a scroll, drink a potion, or activate an enchantment. A model may not Attack in the same turn that they use an item.

Long Actions	
Reload Crossbow	Because they hit like a proverbial mammoth, crossbows take an entire turn to reload. This is represented by the crossbow being set down, a winch being slapped on, and the model desperately winding the string back as oblivion descends upon them.
Sprint	As move, but the model moves twice their Speed in inches. If a model sprints it may not perform any other actions, not even their Reaction, until their next turn. A model that has Heavy Armor or is carrying an objective cannot Sprint. After sprinting a unit may change their facing. A unit may move backwards at half their SPD.
Search	A model may declare it is searching for an Invisible or Stealthed model within 12". Simply roll 2d6 against the searcher's Agility minus two (AGL-2) and on a success the targeted enemy model is spotted and loses an Invisibility or Stealth effect.
Cast Spell	The unit automatically uses a spell if it has enough Magick to spend. Note that some spells can be cast as a normal action if they are listed as Fast, or as a reaction if they are Reactive.
Wait	A unit can decide to wait- covering a corridor and waiting for an enemy to show themselves. Simply face the model in whichever direction and choose what weapon or spell it might use. Until their next turn, an enemy model that comes within range and from that precise direction will be attacked with the chosen weapon. Once the unit has attacked, if at all, the wait action is spent.
Capture	The unit picks up the objective token and begins to carry it.

Reactions	
Parry	Instead of automatically hitting, the enemy model must roll under their AGL to hit. This is modified- for every 1 AGL the Parrying model has OVER the enemy it reduces their chance to hit by 1.
Block	The unit braces and blocks with their shield- generally this increases ARM by 1 or 2.
Prone	As a last-ditch effort a unit may throw themselves to the ground. The unit simply rolls against their AGL to completely negate the attack. They must skip their upcoming turn due to standing back up.
Counterattack	Instead of blocking the unit swings back with a melee weapon! Both models automatically hit each-other and must roll against ARM. Good for armored units or monsters. For every Strength above 7 the attacking unit benefits from +1 AP.

Weapons

Almost all models have some sort of weapon, whether it be some rusted iron dagger or their natural claws. Each model has two hands that it may use for weapons or a shield- at the start of your turn declare which weapons it will be using, and then it cannot use other weapons. This happens each time your turn rolls around.

- Note that to cast spells a hand must be free or carrying a staff or rod.
- Armor Piercing (AP) simply ignores 1 Armor for each point of AP.

One-Handed Weapons	
Hand Weapon	A common sword, axe, mace, club, short-spear, or claws. Has no special effect. Note that claws ignore Ethereal.
Flail	Heavy, Unwieldy (<i>Cannot Parry</i>)
Companion Weapon / Rod	Must be denoted as such. Helps the wielder fight and parry, granting them +1 AGL while it is used in conjunction with a Hand Weapon. Rods also allow spellcasting with that hand.
Javelin	12" range, hits with AGL-1, +1 AP.
Throwing Weapon	12" range, hits with AGL, has -2AP.
Staff	Counts as a Hand Weapon that also allows use of magick. May have a built-in spell.

Two-Handed Weapons	
Spear	Has Reach (<i>Strikes First</i>). Counterattacking with a spear grants +1AP against normal models and +2 AP against cavalry or quadrupeds.
Claymore	Heavy, Reach (<i>Strikes First</i>), AP1.
Battleaxe	Heavy, Unwieldy (<i>Cannot Parry</i>), AP2.
Maul	Concussive, Unwieldy (<i>Cannot Parry</i>), AP1.
Halberd/Poleaxe	Heavy, Unwieldy (<i>Cannot Parry</i>), AP1. Bonus +1 to STR when attempting to dehorse.
Shortbow	4-18" range, hits with AGL.
Bow/Longbow	May not move and reload or move and fire, must be reloaded. 4-18" range at AGL, 19-30" range at AGL-2.
Crossbow	Must be reloaded (Long action to reload). AP2. 4-22" range at AGL, 23-34" range at AGL-2.

Other	
Shield, 1H	Grants +2 ARM when used to Block.
Tower Shield, 1H	Grants +3 ARM when used to Block. May not be used with the Mount upgrade and counts as Heavy Armor- no sprinting.

Special Abilities

Abilities	
Agile	An Agile model can choose to Parry ranged attacks, but not spells. This decreases the attack's chance to hit.
Aura Damage	At the start of each player turn, any model in base contact with this model must roll a D6. If they roll on or below the listed number they immediately take a hit, saves allowed. May be turned on/off as a free action.
Cannot Parry	Exactly as it sounds. The unit is unable to declare a Parry reaction. Effectively this means that they cannot entirely avoid an attack unless they use a Prone reaction.
Concussive	A concussive weapon that hits always Dazes the opponent if they have less unmodified ARM than your STR!
Corprus	When a model is hit by a unit with Corprus, roll a D6. On a roll less than or equal to the number they are afflicted with Corprus- reduce their AGL by 1. Once they have been afflicted HP value times remove the model from the game.
Dazed	A dazed unit only has one Action their upcoming turn instead of two.
Diseased	An attack that Diseases allows the attacker to choose two different attributes of the target and decrease each by 1.
Ethereal	Otherworldly and wispy, the unit cannot be harmed by mundane weapons of average quality or glass. Silver/Enchanted/Weapons of Quality and Claws ignore Ethereal.
Extra Attack	When this model declares an Attack action (not counter-attack) they may make two attacks instead of one. This extra attack may be used at a different model than the first target, if able.
Fear	A unit that is effected by Fear must roll under their Willpower. On a failure they must move directly away from the source of Fear each turn they are able, unable to perform any other actions or reactions until the fear effect ends. Lasts a turn for every point the roll failed. (I.e. WLP7, rolled 9, flee for the two upcoming turns)
First Strike	Instead of striking simultaneously this model gains priority. This can allow the unit to kill the other before being struck back.
Flight	The unit may take a Long Action to flap into the air. On their upcoming turns they now have 12 SPD, can not sprint, and may not be struck in melee or strike a target in melee unless it is another flying unit. To cancel the flight another Long Action must be spent.
Heavy	If a unit is wounded by a Heavy weapon, and has less unmodified ARM than the STR of the attacker, then that unit is Dazed.
Invisible	A unit with Invisibility is stealthed until they perform an action or are spotted by a model using Search. If the Invisible model uses a non-Move/Sprint action the effect ends, though their action automatically hits, and any targeted models are not allowed to React.
Immunity	A model with Immunity is Immune to the listed type of attack and can ignore them entirely. If a model is Immune to Magick, but then has Weakness to a particular form of magick, the Weakness takes precedence.
Poisoned	A poisoned weapon gains +2 AP, but only if the target is not Shielded or has an active Barrier.
Quadruped	The model does not have arms or dexterous hands, and as such, may not capture objectives or purchase consumable items.
Reach	A weapon with Reach grants the model First Strike when used.
Reflect	When targeted by a spell roll a D6. On a roll equal to or under the listed number the spell is ignored and automatically cast back at the source. With blast or friendly spells still roll but a success will simply resist the effects.
Regenerate	At the start of a model's actions, if they have regenerate and are wounded, roll a single D6. If it is equal to or below to that listed number the model recovers a Hit Point. Some models, such as the Snow Troll, cannot regenerate if they were struck by Fire during the opponents last turn.
Resistant	Models Resistant to a type of damage gain a bonus +2ARM against those attacks.
Shielded	The unit is protected by magical energies or is especially skilled with avoiding attacks. Their Armor may never be reduced or decremented by Strength or Armor-Piercing attacks/spells. Sometimes a value will be listed- when this is the case Shielded will instead grant an optional, alternative save that cannot be decreased.
Slow	A slow model is stupid as all hell or sees the world as a fast blur of motion. Slow models do not have Reactions and can never use them.
Triumvirate	The model can cast magick even if they have no open hands and also move with a loaded Longbow.
Undead	Undead models are Immune to Poison and have +2 ARM against Frost-based attacks.
Unwieldy	A weapon with unwieldy Cannot Parry.
Weakness	A model with a Weakness have -2 ARM to defend against that type of damage. If it is marked as 'Deathly Weakness' instead the unit gets no ARM save against that damage!

Upgrades

Upgrades are bonuses and upgrades that may be purchased for nearly any unit, within reason. Simply note on the character's sheet what upgrades you might wish for the model to have, and pay the appropriate cost.

- Any of the common races may take up to two potions and two scrolls. So long as they have arms.
- Daedra, Undead, and monsters are not allowed to purchase potions or scrolls.
- A model with a weapon may purchase weapon upgrades
- A unit that has armor in it's profile, or is not a monster, may purchase armor upgrades

Healing Potion (5 \$): The model recovers a single Hit Point on a D6 roll of 4-.

Mana Potion (5 \$): The model recovers two Magick.

Strong Mana Potion (10 \$): The model recovers four Magick.

Scroll: Costs 2 \$ for each Magick Point that the chosen spell would use. Casts that spell for free.

Moon Sugar (5 \$): The model gains +1 SPD, loses 1 WLP, and has all ongoing Magic buffs and debuffs removed on a D6 (2-). If the model is Khajiit this chance is instead increased to (3-).

Additional Spell: A model who is one of the common races, and has two or more spells, can purchase more. Additional spells must be from the same college as one of their already known spells. The Septim cost is equal to the Magick cost of the new spell(s).

Practiced Caster (5\$): The caster gains +1 AGL, but only for rolling to hit with spells.

Silvered Weapon (1 \$): The chosen weapon counts as being Silver quality.

Enchanted Weapon/Weapon of Quality (3 \$): The chosen weapon has +1 AP.

Glass Weapon (5 \$): The chosen weapon has +2 AP but is **not** Enchanted or Silver.

Daedric Weapon (15 \$): The chosen weapon has +3 AP and is Enchanted.

Enchanted Armor/Armor of Quality (5 \$): The model gains +1 ARM and retains their armor type.

Daedric Armor (15 \$): The model gains +2 ARM and retains their armor type.

Mount (15 \$): Common races only. Grants +1HP, +1 STR, +3 SPD, and +1 ARM.

- *A model can try to pull another model off their mount as a Long Action. Roll to hit as normal, but instead of doing damage force a STR contest between the two. Should you succeed that model loses all bonuses conferred by the Mount upgrade.*

Example: Aridorm has his good old Dunmer Spellsword, who costs 16 \$. Wishing to ramp him up he selects the Daedric Weapon upgrade for 15 \$, and Armor of Quality for 5 \$. This spellsword now costs 41 \$ but is appreciably stronger.

Example: Duke has a Pahmar, one of the massive tiger-Khajiit. Because it is a Khajiit (one of the common races) and not a monster it may select an armor upgrade. It may still not take any consumables or weapons, because it doesn't have actual arms, being quadruped. This does mean that you can take daedric armor for it, for 15 \$, because that would be awesome as hell.

Example: Bill's Necromancer just doesn't have enough spells. Because he is an Altmer, and already has several spells, this allows him to select more. He grabs 3 more Destruction ones (he can buy more Destruction because he already has a Destruction spell) for a total cost of +10\$.

Spell List

- Spells require an open hand to be used, magick to be spent, are Long Actions by default, and roll to hit with AGL.
- Fast spells are cast as a Normal Action. Reactive spells may be used as a Reaction.
- If a spell 'Hits twice' or more, this means that once it hits, the enemy then takes that many blows.
- Similar named buff spells do not stack.

Hitting

- Blast spells can be cast anywhere within range. Roll to hit as normal and units are effected.
- Spells, such as Firewall, only would effect units if they choose to pass through it.

Abilities		
Alteration		
Water Walking	1 MG	Self. Caster can move over water without penalty.
First Barrier	2 MG	Self. Grants a 6- ARM save that may not be decreased, and can be used in place of normal ARM as you like.
Second Barrier	3 MG	Self. Grants a 7- ARM save that may not be decreased, and can be used in place of normal ARM as you like.
Third Barrier	5 MG	Self. Grants a 8- ARM save that may not be decreased, and can be used in place of normal ARM as you like.
Conjuration		
Conjure Daedra	x MG	Allows you to purchase the listed Daedra in your army. Costs a variable amount of Magick during the deployment phase, which will be listed in the caster's profile.
Ancestral Ghost	2 MG	Self, Fast. Increases ARM by +1 until the caster is hit by an attack or spell.
Knit Flesh	3 MG	Self or Touch. Roll 1d6- on a roll of 3- the target recovers a wound.
Banish Daedra	3 MG	12" range. Target Daedra must roll against WLP, or unmodified ARM, or be removed.
Bound Sword	3 MG	Self. Grants a summoned sword that has +2 AP and is Enchanted/Silver.
Animate Dead	4 MG	Create a corpse token at a killed unit's location when it dies, if not Daedra or Undead. 12" range. Replace a corpse token with a Zombie or Skeleton.
Bound Claymore	5 MG	Self. Grants a summoned 2H sword that has +3 AP, Enchanted/Silver, Heavy, Reach.
Destruction		
Flames	1 MG	12" range, Fast.
Grave Curse	2 MG	24" range, Fast. Target model has -1 to STR, AGL, SPD, or ARM this turn. Consecutive hits of Grave Curse in the same turn may not decrease the same attribute.
Dread Curse	2 MG	Touch, Fast. Reduces target's STR by 1. If they wear heavy armor it also decreases SPD.
Black Hand	2 MG	Touch, counts as poison (ignored by Shielded/Barriers/Undead). On a hit the target model is inflicted. At the start of their turn the model must roll 2d6 and have -1HP on 8+.
Frostbite	2 MG	18" range, Fast. Hit models have -1SPD their upcoming turn.
Poison	2 MG	18" range, counts as poison (ignored by Shielded/Barriers/Undead). Hits twice at AP-1.
Sparks	2 MG	24" range, AP1.
Ice Spike	2 MG	21" range, AP1. Hit models have -1 SPD their upcoming turn.
Frostbloom	2 MG	18" range, small blast. Hit models have half SPD their upcoming turn.

Firebloom	2 MG	24" range, small blast.
Poisonbloom	3 MG	20" range, large blast, counts as poison (ignored by Shielded/Barriers/Undead). Hits twice at AP0.
Shockbloom	3 MG	20" range. Hits twice at AP1.
Lightning Bolt	3 MG	30" range, AP2, ignores Prone reaction.
Firebite	3 MG	Touch, Fast. Hits twice at AP2.
Disintegrate Armor	3 MG	Touch, Fast. Reduces target's ARM by 1, but only if they are wearing armor. May be Blocked- when this is the case the target loses their Shield/Tower Shield but no ARM.
Fire Wall	4 MG	12" range. Creates a 6" long wall that blocks LoS and deals 2x AP0 hits to units that pass through.
Frost Wall	4 MG	12" range. Creates a 6" long wall that blocks LoS and is impassible. Casting a Fire Wall onto a Frost Wall, or the reverse, will cancel both. 2 Firebloom hits or 4 Flames hits can also destroy the Frost Wall.
Illusion		
Paralyzing Touch	3 MG	Touch, Fast. Target must roll under WLP or STR. On a failure they skip their upcoming turn.
Invisibility	5 MG	Self. Caster becomes Invisible.
Paralyze	5 MG	12" range. Target must roll under WLP or STR. On a failure they must skip X upcoming turns, where X is the number they lost the test by.
Mysticism		
Dispel	3 MG	12" or Self. Removes all ongoing Magick buffs and debuffs from the target.
Absorb Health	4 MG	Touch, Fast. If the target is hurt then the caster recovers 1HP.
Restoration		
Ward	2 MG	Self, Reactive. When targeted by a spell the caster may roll against their WLP, with a penalty equal to the Magick cost of the oncoming spell. On a success the caster ignores the effects of the spell. A second, similar-sized model can likewise benefit from the ward IF they are in base contact.
Balya's Perfect Balm	3 MG	Self or Touch. Roll 1d6- on a roll of 4- the target recovers a wound.
Turn Undead	3 MG	12" range. Target Undead must roll for fear, though they substitute unmodified ARM for WLP.
Fortify Other	3 MG	12" range, Fast. Target has +1 ARM until your following turn, up to a maximum of 10.
Hearth Heal	4 MG	Self. Roll 4d6- for each result of [6] a Hit Point is recovered.

Constructing an Army / Playing the Game

There are several different forces that you may choose from- the Imperial Legion, Great Houses of Morrowind, Elsweyr Warriors, so on. All of your models must be taken from the same list. Simply choose what force you would like to use, select a unit, and decrease your Septims by that unit's cost. Upgrades may be taken where appropriate.

Example Armies

Pahmar (+Daedric Armor) 41\$
1x Jaguar Man (+Silver Upgrade: Claymore) 20\$
3x Ohmes Warrior
(+Silver Upgrade: Hand Weapons, Shields) 24\$
2x Ohmes Warrior 14\$

Warrior Priest
(Claymore, +Armor of Quality, +Wep of Quality) 30\$
Greater Bonewalker 25\$
Witch Hunter (Crossbow) 15\$
2x Dunmer Warrior 20\$
Dunmer Warrior (Longbow) 10\$

Magus (+Mana Potion) 27\$
Priest 17\$
Orc Auxiliary (+Silver Upgrade: Claymore) 17\$
1x Veteran (+Silver Upgrade: Hand Weapon) 15\$
2x Legionary (+Silver Upgrade: Hand Weapon) 24\$

Honored Veteran
(+Silver Upgrade: Poleaxe, +Armor of Quality) 34\$
3x Nord ðegn 42\$
1x Hold Guard (Longbow) 12\$
1x Huntsman 12\$

Brown Dragon 100\$

Daedroth 60\$
4x Cultist (Poison, Grave Curse) 40\$

Once both players have a 100 Septim force they may roll 1D6 for the scenario.

All players then roll 2d6, re-rolling ties as needed. Whoever has the lowest score decides if they would like to deploy first or get the first turn and last deployment. Deployed models must be played adjacent to that player's board edge. Note that Scrollhammer is best played on a smaller board (3x3 or 4x4 feet) with a decent amount of terrain. The standard game length is ten turns; you may play additional turns if both players so choose.

Scenarios

[1,2]: **Objectives:** Place 1d3+1 objectives between the player's deployments, alternating placing them. A unit can move to an objective and spend a long action to pick it up. A model can only carry a single objective. Whoever is carrying the most objectives at the end of the game wins.

[3]: **Artifact:** Place one objective directly in the center of the map. A unit must move to this artifact and spend a long turn to pick it up. Whichever player manages to take it off the board, along their deployment edge, wins.

[4]: **Front Line:** The objective area is a 12"x12" square in the center of the board. Whichever player has the most units in this zone at the end of the game wins.

[5]: **Assassinate:** Each player chooses which of their models is their general at the start of the game, in secret. Whoever slays the other general first wins the game.

[6]: **Annihilate:** Note the point-cost of models slain. Whoever is the first to kill 50 septims-worth wins the game.

Note that only models with hands may capture objectives or items. This means that models like the Pahmar, or Dragon, cannot really capture stuff. In the case of a Brown Dragon army your new objective is just killing the shit out of the entire enemy army to gain a wipe-out victory. Also note that in the case of a Brown Dragon army, it's kind of hard to kill before it wrecks some of your stuff. It's probably fine if the non Brown-Dragon army wins if it takes the dragon down to 1 or 2 wounds.

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There's something to be said for having a literal avatar upon the battlefield, a favored sort of fighter, or recreating a quest/event from the actual Elder Scrolls games. To this purpose a player is allowed, with approval from the other players, to create a custom unit using the following rules. The base hero is listed below with all upgrade options.

Numbers subject to lots of change.

Great Houses of Morrowind

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Slave 5\$

HP1 STR7 AGL7 SPD4 MG- WLP5 ARM3

Hand Weapon

- *The Slave may replace their Hand Weapon with a Shortbow for 2\$*

Dunmer Warrior 10\$

HP2 STR7 AGL8 SPD4 MG2 WLP8 ARM6-L

Netch Leather, Hand Weapon, Shield

- *The Dunmer Warrior may replace their Sword and Shield with a Longbow for free*
- *The Dunmer Warrior may take Bonemold Armor (7-M) for 3\$*

Special: Fire Resistance

Spells: Ancestral Ghost

Witch Hunter 15\$

HP2 STR7 AGL8 SPD4 MG4 WLP8 ARM6-L

Leather Armor, Companion Dagger, Longbow

- *The Witch Hunter may replace their Longbow with a Crossbow for free*

Special: Fire Resistance

Spells: Bound Sword, Ancestral Ghost

Dunmer Spellsword 16\$

HP2 STR7 AGL9 SPD4 MG6 WLP8 ARM7-M

Bonemold Armor, Claymore

- *The Dunmer Spellsword may replace their Claymore with a Hand Weapon and Longbow for free*

Special: Fire Resistance, Triumvirate

Spells: Firebloom, Firebite, First Barrier, Hearth Heal

Nightblade 18\$

HP2 STR7 AGL9 SPD4 MG7 WLP8 ARM7-L

Boiled Netch Leather, Poisoned Dagger, Hand Weapon

Special: Fire Resistance

Spells: Black Hand, Water Walking, Invisiblity

Warrior Priest 20\$

HP2 STR8 AGL8 SPD4 MG6 WLP8 ARM7-M

Bonemold Armor, Maul

- *The Warrior Priest may replace their Maul with a Hand Weapon and Shield OR a Claymore for free*

Special: Fire Resistance, Triumvirate

Spells: Second Barrier, Hearth Heal, Balyna's Perfect Balm, Dispel

Sorcerer 25\$

HP2 STR7 AGL8 SPD4 MG10 WLP9 ARM5-L

Robes, Staff, Hand Weapon

- *The Sorcerer may take Bonemold Armor (6-M) for 3\$*

Special: Fire Resistance

Spells: Firebloom, Lightning Bolt, Ancestral Spirit, Second Barrier, Hearth Heal

- *May take Conjure Flame Atronach (2M) for +25\$*
- *May take Conjure Frost Atronach (3M) for +40\$*

Ordinator 40\$

HP3 STR8(9) AGL8 SPD4 MG8 WLP9 ARM8-M

Ordinator Armor, Weapon of Quality, Shield

Special: Fire Resistance, Triumvirate

Spells: Firebloom, Poisonbloom, Black Hand

Greater Bonewalker 25\$

HP3 STR8 AGL8 SPD3 MG8 WLP- ARM8

Claws

Special: Cannot Parry, Ethereal, Undead

Spells: Dread Curse

Bonelord 50\$

HP3 STR8 AGL9 SPD3 MG6 WLP- ARM8

Rags, Silver Shortblades

Special: Agile, Ethereal, Extra Attack, Shielded (6-), Undead

Spells: Grave Curse

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Dwemer Centurions

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Centurion Spider 8\$

HP1 STR7 AGL7 SPD4 MG4 WLP- ARM7

Claws

Special: Immune to Poison, Resistant to Shock, Quadruped, Weakness to Frost

Spells: Poisonbloom

- *The Centurion Spider may take Sparks for 2\$*

Centurion Sphere 20\$

HP2 STR8(9) AGL8 SPD5 MG0 WLP- ARM8

Shield, Weapon of Quality

Special: Immune to Poison, Resistant to Shock, Quadruped, Weakness to Frost

Steam Centurion 30\$

HP3 STR10 AGL8 SPD4 MG0 WLP- ARM9

Mace, Claws

Special: Immune to Poison, Resistant to Magick, Quadruped, Weakness to Frost

Centurion Archer 30\$

HP3 STR8 AGL8 SPD5 MG0 WLP- ARM8

Dwarven Bolt Thrower (20" range, AP1, long action)

Special: Immune to Poison, Resistant to Shock, Quadruped, Weakness to Frost

Advanced Steam Centurion 60\$

HP5 STR11 AGL8 SPD5 MG0 WLP- ARM9

Mace, Claws

Special: Immune to Fire/Frost/Shock/Poison/Paralyze, Reflect (2-), Weakness to Frost

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Honored Veteran 28\$

HP3 STR9 AGL8 SPD4 MG0 WLP9 ARM8-M

Chainmail, Poleaxe

- *The Honored Veteran may replace their Poleaxe with a Hand Weapon and Shield for free*

Special: Frost Resistance

Housecarl 40\$

HP3 STR9 AGL9 SPD4 MG3 WLP9 ARM8-H

Plate Armor, Hand Weapon, Shield, 2x Throwing Weapons

- *The Housecarl may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$*
- *The Housecarl may replace their Plate Armor with Chainmail (7-M) for free*

Special: Frost Resistance, Triumvirate

Spells: Sparks and Bound Weapon or any one of the following shouts- Fire Breath, Frost Breath, Unrelenting Force

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Draugr Thrall	9\$
HP2 STR7 AGL7 SPD3 MG0 WLP6 ARM6-L	
Rags, Hand Weapon, Shield	
Special:	Resistant to Ranged, Undead

Draugr	13\$
HP2 STR8 AGL7 SPD3 MG0 WLP7 ARM7-M	
Ancient Nordic Armor, Hand Weapon, Shield	
•	The Draugr may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$
Special:	Resistant to Ranged, Undead

Draugr Huntsman	16\$
HP2 STR8 AGL8 SPD3 MG0 WLP7 ARM7-M	
Ancient Nordic Armor, Longbow, Hand Weapon	
•	The Draugr may replace their Longbow with a Shortbow for free
Special:	Resistant to Ranged, Undead

Disciple	23\$
HP2 STR7 AGL8 SPD4 MG10 WLP9 ARM5-L	
Robes, Staff	
•	The Draugr Disciple may take Ancient Nordic Armor (7-M) for 5\$
Special:	Undead
Spells:	Flames, Frostbite, Frostbloom, Second Barrier, Hearth Heal
•	May take Conjure Flame Atronach (2M) for +25\$
•	May take Conjure Frost Atronach (3M) for +40\$

Restless Draugr	24\$
HP3 STR8 AGL8 SPD3 MG0 WLP8 ARM7-M	
Ancient Nordic Armor, Hand Weapon, Shield	
•	The Draugr may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$
Special:	Resistant to Ranged, Undead

Ice Wraith	30\$
HP3 STR10 AGL8 SPD4 MG0 WLP5 ARM8	
Claws	
Special:	Aura Damage Frost (1-), Cannot Parry, Immune to Frost and Paralyze, Quadruped, Weakness to Fire.

Wight 35\$

HP3 STR8 AGL8 SPD3 MG4 WLP8 ARM8-H

Ancient Nordic Armor, Hand Weapon, Shield

- *The Draugr may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$*

Special: Resistant to Ranged, Undead

Spells: Frostbite

- May take Conjure Frost Atronach (3M) for +40\$

Scourge 50\$

HP4 STR9 AGL8 SPD4 MG5 WLP8 ARM8-H

Ancient Nordic Armor, Hand Weapon, Shield

Special: Resistant to Ranged, Triumvirate, Undead

Spells: Select one of the following;

- Frostbite, Frostbloom, Bound Sword
- Fire Breath (2MG, 18", AP2 small blast)
- Frost Breath (2MG, 18", AP1 small blast, hit models have -1SPD their upcoming turn)
- Disarm (2MG, 12", Fast. Target loses a random weapon and may spend a Long action to retrieve it.)
- May take Conjure Frost Atronach (3M) for +40\$

Brown Dragon 100\$

HP6 STR11 AGL8 SPD5 MG3 WLP10 ARM10

Claws

Special: Cannot Parry, Flight, Quadruped, When this unit would deal a wound it deals two instead

Shouts: Fire Breath (1MG, 18", fast, AP2 small blast)

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Hel Korei 40\$

HP3 STR8 AGL9 SPD5 MG0 WLP9 ARM8-H

Heavy Porcelain Armor, Claymore

- *The Hel Korei may replace their Heavy Porcelain Armor with Porcelain Armor (7-M) for free*

Special: Adrenaline Rush, Agile, Extra Attack, Tolerance. When a Hel Korei uses an Attack action you may opt to only attack once but at ++1AP. This is doubled to ++2AP if under the effects of Adrenaline Rush.

Sword Singer 60\$

HP3 STR8 AGL10 SPD6 MG6 WLP10 ARM8-H

Heavy Porcelain Armor, Shield

- *The Sword Singer may replace their Heavy Porcelain Armor with Porcelain Armor (7-M) for free*

Special: Adrenaline Rush, Agile, Extra Attack, Tolerance. A Sword Singer may not have their Bound Weapon dispelled or otherwise removed once cast.

Spells: Bound Sword, Bound Claymore, Element Split (0MG, requires bound weapon. The Sword Singer and adjacent target both contest WLP- whichever model fails is instantly destroyed. On a tie the Sword-Singer will be destroyed. May only be cast once per game.)

Goblin-Ken of Orsinium

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See entry under Great Houses of Morrowind.

Special: Regenerate (1-)

Spells: Flames

Spells: Flames, Firebloom, Grave Curse

Spells: Flames

- *May take Conjure Frost Atronach (3M) for +40\$*

War Durzog 26\$
HP3 STR9 AGL8 SPD5 MG0 WLP5 ARM8
Claws
Special: Cannot Parry, Extra Attack, Quadruped

Justiciar 28\$
HP2 STR8 AGL10 SPD4 MG8 WLP10 ARM8-M
Elven Armor, Hand Weapon, Shield

- *The Justiciar may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$*
- *The Justiciar may replace their Shield with a Longbow for 2\$*

Special: Triumvirate, Weakness to Fire/Frost/Shock
Spells: Flames, Sparks, Poison, Firebloom

Ogre Slave 40\$
HP4 STR10 AGL7 SPD4 MG0 WLP6 ARM9
Rags, Hand Weapon
Special: Extra Attack, Weakness to Poison

Warriors of Elsweyr

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Ohmes Warrior	7\$
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HP1 STR7 AGL8 SPD5 MG0 WLP7 ARM6-L

Battle Garb, Shortbow

Special: Night Eye

- *The Ohmes Warrior may replace their Shortbow with a Hand Weapon and Shield for free*

Khajit	10\$
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HP2 STR7 AGL8 SPD5 MG0 WLP7 ARM6-L

Battle Garb, Hand Weapon, Shield

- *The Khajiit may replace their Hand Weapon and Shield for a Longbow for 1\$*

Special: Night Eye

Cathay 19\$

HP2 STR9 AGL7 SPD4 MG0 WLP7 ARM8-M

Splint Mail, Claymore

- *The Cathay may replace their Claymore with a Hand Weapon and Shield for free*

Special: Night Eye, Eye of Fear (Standard Action, 12", Fear, once per game)

Jo Khajiit	22\$
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HP2 STR7 AGL8 SPD4 MG8 WLP8 ARM5-L

Robes, Hand Weapon

- *The Jo Khajiit may take Battle Garb (6-L) for 3\$*

Special: Night Eye

Spells: Firebloom, Flames, Second Barrier, Ward, Hearth Heal

- *May take Conjure Flame Atronach (2M) for +25\$*

Pahmar	26\$
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HP3 STR9 AGL8 SPD6 MG0 WLP8 ARM7

Claws, Quadraped

Special: Night Eye, Extra Attack

Alfiq Jo	35\$
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HP1 STR- AGL9 SPD5 MG15 WLP8 ARM4

Silky Fur, Paws

Special: Night Eye, Quadruped

Spells: Firebloom, Firewall, Lightning Bolt, Paralyze, Ward, Third Barrier

- *May take Conjure Flame Atronach (2M) for +25\$*

- *May take Conjure Frost Atronach (3M) for +40\$*

Dos	40\$
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HP3 STR8 AGL10 SPD6 MG0 WLP9 ARM8-L

Battle Garb, Claws

Special: Agile, Extra Attack, Night Eye, Eye of Fear (Standard Action, 12", Fear, once per game)

Axhleel of Black Marsh

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Tribesman	10\$
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HP2 STR7 AGL7 SPD5 MG0 WLP7 ARM6-L

Leather Armor, Spear

- *The Tribesman may replace their Spear with a Hand Weapon and Shield for free*
- *The Tribesman may replace their Spear with a Shortbow for free*

Special: Immune to Poison, Resistant to Disease (D6 3-)

Head-Hunter	13\$
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HP2 STR7 AGL8 SPD5 MG3 WLP8 ARM5

Rags, Hand Weapon, Shield

- *The Head-Hunter may replace their Hand Weapon and Shield with a Claymore for 2\$*

Special: Immune to Poison, Resistant to Disease (D6 3-), Triumvirate

Spells: Paralyzing Touch

Agaceph Poisoner	15\$
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HP2 STR7 AGL8 SPD5 MG3 WLP7 ARM6-L

Leather Armor, Spear, Blowgun (Shortbow)

Special: Immune to Poison, Resistant to Disease (D6 3-)

Spells: Poison Weapon (Self, 1MG, target weapon's next hit counts as Poisoned)

Paatru	18\$
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HP2 STR9 AGL7 SPD4 MG0 WLP7 ARM8

Rags, Hand Weapon, Shield

- *The Paatru may replace their Hand Weapon and Shield with at two-handed melee weapon for 3\$*

Special: Immune to Poison, Resistant to Disease (D6 3-)

Naga 22\$

HP2 STR8 AGL8 SPD6 MG0 WLP6 ARM8

Rags, Hand Weapon

- *The Paatru may take a Shield for 1\$*

Special: Immune to Poison, Resistant to Disease (D6 3-)

Sorcerer	25\$
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HP2 STR7 AGL7 SPD4 MG12 WLP8 ARM6-L

Rags, Staff

- *The Sorcerer may take Newtscale Armor (7-M) for 5\$*

Special: Immune to Poison, Resistant to Disease (D6 3-)

Spells: Firebloom, Lightning Bolt, Second Barrier, Ward, Balyna's Perfect Balm, Fortify Other

- May take Conjure Flame Atronach (2M) for +25\$
- May take Conjure Hunger (3M) for +32\$

Witch Doctor 30\$

HP2 STR7 AGL8 SPD4 MG14 WLP9 ARM5

Rags, Staff

- *The Sorcerer may take Bone Armor (7-H) for 5\$*

Special: Immune to Poison, Resistant to Disease (D6 3-)

Spells: Poison, Poisonbloom, Second Barrier, Turn Undead, Balyna's Perfect Balm, Fortify Other

- *May take Conjure Flame Atronach (2M) for +25\$*

Shadowscale Initiate 40\$

HP2 STR7(9) AGL9 SPD5 MG9 WLP9 ARM7-L

Newtscale Armor, Poisoned Dagger, Poisoned Hand Weapon

Special: Agile, Extra Attack, Immune to Poison, Resistant to Disease (D6 3-)

Spells: Black Hand, Invisibility, Paralyzing Touch

Wamasus Hatchling 50\$

HP4 STR10 AGL8 SPD3 MG6 WLP7 ARM9

Claws

Special: Cannot Parry, Extra Attack, Immune to Poison, Resistant to Disease (D6 3-), Quadruped

Spells: Sparks

Daedra

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Cultist 10\$

HP2 STR6 AGL6 SPD3 MG6 WLP7 ARM5-L

Robes, Staff

Spells: (Choose 2 of the following) Poison, Grave Curse, Absorb Health, First Barrier

Scamp 15\$

HP2 STR8 AGL7 SPD3 MG2 WLP7 ARM6

Claws

Special: Ethereal, Magick Resistance

Spells: Flames

Clanfear 25\$

HP3 STR10 AGL8 SPD2 MG0 WLP- ARM9

Claws

Special: Ethereal

Flame Atronach 25\$

HP3 STR8 AGL7 SPD3 MG6 WLP- ARM7

Claws

Special: Aura Damage Fire (1-), Immune to Fire, Immune to Poison, Weakness to Frost

Spells: Flames, Firebloom, Firebite

Dremora 26\$

HP3 STR8 AGL8 SPD4 MG3 WLP9 ARM8

Hand Weapon, Shield

- The Dremora may replace their Hand Weapon and Shield with a two-handed melee weapon for \$3

Special: Ethereal, Reflect (1-)

Spells: Second Barrier

Hunger 32\$

HP3 STR8 AGL8 SPD3 MG6 WLP- ARM8

Claws

Special: Ethereal, Immune to Fire, Immune to Frost, Immune to Shock, Resistant to Magick

Spells: Dread Curse, Disintegrate Armor

Frost Atronach 40\$

HP4 STR10 AGL7 SPD3 MG4 WLP- ARM9

Claws

Special: Aura Damage Frost (1-), Immune to Frost, Immune to Poison, Weakness to Fire

Spells: Frostbloom

Dremora Kynval 50\$
HP4 STR9 AGL8 SPD4 MG6 WLP9 ARM10-H
Claymore
Special: Ethereal, Reflect (1-), Triumvirate
Spells: Flames, Firebloom, Second Barrier

Storm Atronach 60\$
HP6 STR10 AGL8 SPD3 MG12 WLP- ARM8
Claws
Special: Aura Damage Shock (1-), Immune to Poison, Ethereal
Spells: Sparks, Lightning Bolt

Ogrim 60\$
HP6 STR11 AGL8 SPD3 MG0 WLP- ARM8
Claws
Special: Cannot Parry, Regenerate (2-)

Golden Saint 60\$
HP4 STR8(10*) AGL9 SPD3 MG6 WLP- ARM8
Golden Armor, Glass Weapon*, Shield
Special: Aura Damage Shock (1-), Extra Attack
Spells: Dispel

Daedroth 60\$
HP4 STR10 AGL7 SPD3 MG15 WLP- ARM8
Claws
Special: Ethereal, Regenerate (1-, magick buff)
Spells: Firebloom, Frostbloom, Shockbloom, Second Barrier

Order of the Black Worm

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Zombie 6\$

HP2 STR7 AGL6 SPD3 MG0 WLP5 ARM8

Rags, Claws

Special: Cannot Sprint, Slow, Undead

Skeleton 7\$

HP2 STR7 AGL7 SPD3 MG0 WLP6 ARM6-L

Rags, Hand Weapon, Shield

Special: Cannot Sprint, Deathly Weakness to Blunt, Resistant to Ranged, Undead

Dead Hound 10\$

HP2 STR8 AGL7 SPD5 MG0 WLP5 ARM7

Claws

Special: Cannot Parry, Quadruped, Undead

Ghost 13\$

HP2 STR8 AGL7 SPD3 MG6 WLP7 ARM6

Claws

Special: Ethereal, Undead

Spells: Grave Curse

Headless Zombie 15\$

HP2 STR8 AGL7 SPD3 MG0 WLP6 ARM9-L

Rags, Claws

Special: Cannot Sprint, Diseased (1-), Undead

Skeleton Champion 17\$

HP2 STR8 AGL8 SPD4 MG0 WLP7 ARM8-M

Chainmail, Hand Weapon, Shield

- *The Skeleton Champion may replace their Hand Weapon and Shield with a two-handed melee weapon for 2\$*

Special: Resistant to Ranged, Undead, Weakness to Blunt

Necromancer 25\$

HP2 STR7 AGL8 SPD4 MG10 WLP9 ARM5-L

Robes, Staff

- *The Necromancer may take Chainmail Armor (6-M) for 3\$*

Spells: Flames, Frostbloom, Poison, Second Barrier, Grave Curse, Knit Flesh

- *May take Conjure Flame Atronach (2M) for +25\$*
 - *May take Conjure Frost Atronach (3M) for +40\$*
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Sload Warlock 28\$

HP2 STR7 AGL6 SPD3 MG14 WLP8 ARM6

Robes, Staff

Special: Cannot Sprint, Resistant to Ranged

Spells: Frostbloom, Poisonbloom, Third Barrier, Grave Curse, Knit Flesh, Animate Dead

- *May take Conjure Flame Atronach (2M) for +25\$*
- *May take Conjure Frost Atronach (3M) for +40\$*

Worm Anchorite 50\$

HP3 STR8 AGL8 SPD4 MG14 WLP10 ARM8-M

Plate Armor, Claws, Staff

Special: Diseased (1-), Resistant to Ranged, Undead

Spells: Ice Spike, Poisonbloom, Firewall, Dread Curse, Ward, Knit Flesh, Animate Dead

- *May take Conjure Flame Atronach (2M) for +25\$*
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Uncategorized

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Snow Troll 50\$

HP4 STR10 AGL7 SPD3 MG0 WLP6 ARM9

Claws

Special: Cannot Parry, Extra Attack, Regenerate (1-)* (cannot heal if hit by a fire attack last/this turn)

Giant 80\$

HP5 STR10(11) AGL7 SPD3 MG0 WLP7 ARM10

Rags, Maul* (*Counts as Silver*)

Special: Cannot Parry, Fast Sprinter (10"), When this unit would deal a wound it deals two instead

Falmer

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Skulker 9\$

HP1 STR7(9) AGL8 SPD4 MG0 WLP6 ARM5-L
 Hardened Armor, Poisoned Hand Weapon, Shield

- The Falmer may replace their Hand Weapon and Chaurus Shield for a Shortbow for free*
- The Falmer may replace their Hand Weapon and Chaurus Shield for a Longbow for 1\$*

Special: Blind, Immune to Poison

Nightprowler 10\$

HP1 STR7(9) AGL8 SPD4 MG0 WLP6 ARM5-L
 Hardened Armor, Longbow, Poisoned Hand Weapon*

- The Falmer may replace their Longbow with a Shortbow for free*

Special: Blind, Immune to Poison

Scarred 16\$

HP2 STR7(9) AGL8 SPD4 MG0 WLP7 ARM6-L
 Hardened Armor, Poisoned Hand Weapon*, Shield

- The Falmer may replace their Hand Weapon and Chaurus Shield for a Shortbow for free*

Special: Blind, Immune to Poison

Shaman 25\$

HP2 STR7(9) AGL8 SPD3 MG8 WLP8 ARM6-L
 Hardened Armor, Poisoned Staff*

Special: Blind, Immune to Poison

Spells: Flames, Ice Spike, Frostbloom, Banish Daedra, Turn Undead

Gloomlurker 33\$

HP3 STR8 AGL8 SPD4 MG8 WLP8 ARM7-M
 Heavy Chaurus Armor

Special: Blind, Immune to Poison

Spells: Bound Sword, Ice Spike, Lightning Bolt, Hearth Heal

Chaurus 32\$

HP3 STR9 AGL7 SPD2 MG4 WLP5 ARM8
 Claws

Special: Cannot Parry, Extra Attack

Spells: Poison

Chaurus Hunter 50\$

HP3 STR10 AGL8 SPD3 MG0 WLP5 ARM8
 Claws, Virulent Maw (18" range, AP1, ranged attack, once per turn maximum)

Special: Cannot Parry, Extra Attack

Example Armies

Warrior Priest
(Claymore, +Armor of Quality, +Wep of Quality) 30\$
Greater Bonewalker 25\$
Witch Hunter (Crossbow) 15\$
2x Dunmer Warrior 20\$
Dunmer Warrior (Longbow) 10\$

Magus (+Mana Potion) 27\$
Priest 17\$
Orc Auxiliary (+Silver Upgrade: Claymore) 17\$
1x Veteran (+Silver Upgrade: Hand Weapon) 15\$
2x Legionary (+Silver Upgrade: Hand Weapon) 24\$

Neonate (Flame Atronach, Mana Potion) 55\$
Sentinel (Silver Upgrade: Claymore) 18\$
2x Thalmor 26\$

Daedroth 60\$
4x Cultist (Poison, Grave Curse) 40\$

Brown Dragon 100\$

Ash Poet 35\$
1x Corprus Stalker 20\$
2x Ash Slave 26\$
2x Ash Cultist (Silver Upgrade: Shortbows) 18\$

Honored Veteran
(+Silver Upgrade: Poleaxe, +Armor of Quality) 34\$
3x Nord ðegn 42\$
1x Hold Guard (Longbow) 12\$
1x Huntsman 12\$

Pahmar (+Daedric Armor) 41\$
1x Jaguar Man (+Silver Upgrade: Claymore) 20\$
3x Ohmes Warrior
(+Silver Upgrade: Hand Weapons, Shields) 24\$
2x Ohmes Warrior 14\$

Sload Warlock 28\$
Skeleton Champion 16\$
2x Dead Hound 20\$
2x Zombie 12\$
3x Skeletons 21\$

4x Skulker 36\$
3x Night Prowler 30\$
Chaurus 32\$

Suggested Models

By Anonymous and Lolpwnt

Trollforged for Dunmer/Ordinators

Space 1889 by RAFM, the martians are kind of Tribal Dunmerish

Privateer Press Hex Hunter guys might work for Dunmer, but they might be 30mm

Reaper's Overlord faction has some heavily armored spikey dudes

Reaper has a fucking massive store, and I really recommend browsing through the whole damn thing in search of dunmer. it's a disheartening experience, but it was worth it for me.

Actually, to make things easier, here are model names that fit:

-Mika, Female Samurai (a little scantily clad, but totally decked out in chitin.)

-Corvus, Overlords Sergeant

-Threvus, Sword Master

-Nilnh, Female Elf Warrior

-Lathara the Sorceress (again skin, but she'd make a really cool conjurer of some sort.)

-Maeral, Female Elf

-Eredain, Mercenaries Mage

-Chivane, Red Mantis Assassin

-Red Mantis Assassin

-Anduriel, Elf Warrior (CLEARLY has Vivec on his belt, and his armor is nicely textured in the shot I have of him.

Could be a paint trick.)

Iron Wind is another company with a day eating catalog. Their historical ranges are probably the best bet for things, but their fantasy lines also have a good couple things in them as well as some more or less okay ones.

shown are:

-Male Thief in Leather Armour

-dark elf

-Kunuchi (Female Ninja)

-Verrik Female Magister

-Nubian Archer

-Aztec Standard Bearer

Old Glory has a Samurai Wars section that might yield up a lot of good ashkin too. Mostly NPCs, but a few well armored and matching soldiers as well.

A lot of everything unfortunately has pretty historically accurate bamboo/grass/woven armor or whatever it was the samurai used.

Nords-

<http://www.oldgloryminiatures.com/products.asp?cat=34>

<http://www.oldgloryminiatures.com/products.asp?cat=172>

Imperial Legion-

<http://www.oldgloryminiatures.com/products.asp?cat=151>